

THE CHESSMASTER[®] 3000

User's Guide
for the IBM[®] PC



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CONTENTS

Welcome	1
<i>The Chessmaster 3000</i> Package	1
Getting Started.....	2
Running <i>The Chessmaster 3000</i>	2
Exiting <i>The Chessmaster 3000</i>	2
Moving Pieces on the Chessboard	3
Special Moves.....	3
Using Dialog Boxes	4
Standard File Dialog.....	5
Using Menus	7
Menu Quick Reference	7
Game Menu.....	10
Help.....	10
New Game.....	10
Load a Game.....	10
Save Game	10
Delete a Game	10
Import	10
Export.....	12
File Transfer	12
Settings	12
Print.....	13
Quit.....	13
Play Menu.....	13
Who Plays.....	13
Player Styles	14
Response Controls	16
Ground Rules.....	17
Blindfold Chess.....	17
Tournament	17
Championship Play.....	18
Actions Menu	19
Switch Sides	19
Force Move	19
Takeback.....	19
Replay	19
Resign	19

Offer Draw	19
Adjournment	20
Pause.....	20
Mentor Menu	20
Advice.....	20
Analysis.....	21
Solve for Mate.....	21
Chess Rules.....	21
Chess Tutor.....	21
Chess Rater.....	21
Practice Opening	22
Setup.....	22
Look & Feel Menu.....	23
Board Display	23
Select Chess Set.....	23
Select Chessboard.....	23
Interface Colors.....	24
Teaching	24
Notation	24
Move List Branching.....	25
Quick Entry.....	26
Sound	26
Windows Menu	26
Clocks.....	26
Thinking.....	27
Move List.....	27
Captured Pieces	27
Best Variation.....	27
All Legal Moves.....	27
Annotation.....	27
VCR Controls.....	28
Close All	28
Playing Chess	29
For the Beginner	29
For the Intermediate.....	30
For the Advanced Player.....	31
Appendix A: About the Interface.....	33
Mouse Interface	33
Joystick Interface.....	33
Keyboard Interface.....	34
Appendix B: About The Documentation	35
Legend	35

WELCOME

Welcome to *The Chessmaster® 3000*! This unique chess software will provide years of fun on your IBM® PC or compatible. The program has something for everybody, whether you are a novice chess player or well on your way to becoming a Grand Master.

The Chessmaster 3000 Package

The Chessmaster 3000 package includes the following:

- **Complete reference information**—The package includes three reference documents. The *Quick Start Card* explains the system requirements and installation procedure for your version of the program. The *Owner's Manual* presents the basic moves, rules, and history of chess. This *User's Guide* explains how to use the software and play chess with the program. See *Appendix B: About the Documentation*.
- **Easy to install and run**—The program practically installs itself and is simple to run. See the *Quick Start Card* and *Getting Started*.
- **Online help**—In addition to reference information in the online help, the program includes extensive, interactive tutorials. As you play chess, you can also ask for natural language advice in plain, clear English. See *Game Menu*, *Help* and *Mentor Menu*.
- **Easy-to-use graphic interface**—The software operates in five graphics environments, including 640x350 EGA & VGA, 256 Color VGA, CGA, and Hercules, and now includes sound support for AdLib® and Sound Blaster®. The best news is that you can use the software interface you prefer: mouse, joystick, or keyboard. See *Moving Pieces*, *Using Menus*, *Using Dialog Boxes*, *Windows Menu*, and *Appendix A: About the Interface*.
- **Easy-to-access software application**—Pulldown menus let you get to every menu command quickly without getting in the way of your chess game. See *Menu Quick Reference* and the specific menu sections, starting with *Game Menu*.

In this manual, the terms *select* and *choose* refer to operations that you can do with a mouse, a joystick, or the keyboard. Select means "highlight a piece, menu, menu command, option, or item on a list." Choose means "confirm the highlighted selection and execute a command." Usually, you select something, then you choose a command. (See *Appendix B: About the Documentation*).

Getting Started

For the system requirements and installation instructions for your version of *The Chessmaster 3000*, see the *Quick Start Card*.

After installation, *The Chessmaster 3000* is easy to run.

Running *The Chessmaster 3000*

To run *The Chessmaster 3000* after installation, change to the disk and subdirectory where you installed the program (such as C:\CM3000) and give the executable command as follows:

1. Type C: and press **ENTER**.
2. Type CD \CM3000 and press **ENTER**.
3. Type CM3000 and press **ENTER**.

Exiting *The Chessmaster 3000*

You can exit *The Chessmaster 3000* with either:

Keyboard: Press **ALT** X and **ENTER**.

Mouse: Select **Game** menu and **Quit**, then choose **OK**.

Moving Pieces on the Chessboard

When you run *The Chessmaster 3000*, the chessboard appears with a cursor "hand." To start playing chess immediately, move pieces on the chessboard as follows:

- **Mouse**—Point to a piece, click and drag the piece to a destination square, then release the mouse.
- **Joystick**—Point to a piece, click button 1 and drag the piece to a destination square, then release the joystick.
- **Keyboard**—Press the cursor keys (**←** **→** **↑** **↓**) to position the cursor hand; press **ENTER** to grab the piece; press **←** **→** **↑** **↓** again to move the piece to a destination square; press **ENTER** again to drop the piece. When using the cursor keys with the 3D board, the piece you pick up is the one in the same square as the cursor hand, not the piece the hand is touching. You can also use the current notation to move pieces on the chessboard with the keyboard (see *Look & Feel Menu, Notation*).

Note: If you move a piece and change your mind, you can return the piece to its starting square before you drop it, or you can choose **Takeback**, **Last Move** on the **Actions** menu after you drop a piece. The quick keys for **Takeback** are **ALT** T.

Special Moves

Castling

When legal, castle by moving your King two squares toward the appropriate Rook. The Rook will move into place automatically. For an explanation of castling, see your *Owner's Manual* or select **Mentor** menu, **Chess Rules...**, and **Special Moves: Castling**.

En Passant

When legal, capture your opponent's pawn "in passing" by moving your pawn ahead and diagonally behind the enemy pawn. For an explanation of en passant, see your *Owner's Manual* or select **Mentor** menu, **Chess Rules...**, and **Special Moves: En Passant**.

Promotion

If your pawn reaches the opposite edge of the chessboard, a **Pawn Promotion** dialog appears. Click or **TAB** to a radio button to select that piece (such as Queen), then choose **Promote**. For an explanation of promotion, see your *Owner's Manual*, or select **Mentor** menu, **Chess Rules...**, and **Special Moves: Promotion**.

Using Dialog Boxes

Dialog boxes are used throughout *The Chessmaster 3000* to request or provide information. Advice and messages appear in dialog boxes, and every command that includes three periods (such as **Save Game...**) calls a dialog box. Most dialog boxes present options to select and command buttons to choose as explained below. Sometimes, dialog boxes present warnings or ask you to reconfirm your chosen action (such as **Quit**), in which case there are usually two command buttons, **OK** (**ENTER**) and **Cancel** (**ESC**).

- **Options**—You can select and change options as needed. To select an option, you can click, press **TAB** to move forward, or press **SHIFT TAB** to move backward. For some options, you type information, such as your name; in others you change the settings as explained below.
- **Radio buttons**—A group of small boxes that let you accept the default or make one other choice. Radio buttons are mutually exclusive
- **Check boxes**—Small boxes that can be selected or cleared. When a check box is selected, an X appears in the box. To clear a check box, select it again and the X disappears. Check boxes are not mutually exclusive. You can select or clear any or all of them.
- **Slider bars**—Used to select an option setting along a continuum to some maximum numeric setting, such as 15.0 points for a Queen. The slider bar appears as a long horizontal box. You can move a slider bar as follows:
Click ◀ or ▶ at either end of the slider bar.
Click and drag on the slider bar to move back and forth in the settings.
Press (←) or (→) and **ENTER** to choose a setting.
- **Scroll bars**—Used to select from all lists, such as those in the standard file dialog (see *Standard File Dialog*). The scroll bar is similar to the slider bar except that you move a “thumb” (■) up and down as follows:
Click ▲ or ▼ at the top or bottom of the scroll bar.
Click and drag on the scroll bar to move up and down.
Press (↑) or (↓) and **ENTER** to choose a setting.
In some cases, you can press **PGUP** **PGDN** **END** or **HOME** to move up and down.
- **Command Buttons**—These are large buttons in dialog boxes that you choose to execute or cancel the selected action(s). The most common command button choices are **OK** and **Cancel** (you can always press **ENTER** to choose **OK**, or press **ESC** to choose **Cancel**). Other buttons are labeled to describe an action, such as **Move** or **Promote**. To choose a command button, click it or **TAB** to it and press **ENTER**. In this guide, command buttons are described in dialogs where they appear.

Standard File Dialog

The standard file dialog displays a scrolling list of directories and files. There are a number of menu commands that let you load, save, import, export, analyze, or delete a file. These commands call the standard file dialog, which works as explained below.

Note: In *The Chessmaster 3000*, many files, such as games, tournaments, and computer personalities, are saved with a 32-character long description (such as Fred vs Barney October 15), rather than with a DOS filename that includes an 8-character description, a period, and a 3-character extension (such as FB101591.CMG). The only files that must be saved with DOS filenames are those for **Import**, **Export**, or **Analysis**, **Save Results...**

The standard file dialog, includes these features:

- **Edit Box**—You can type the name of the file you want or use the following options instead.
- **File List**—Choose a file from a list of named files in the selected directory by double-clicking the name or by pressing (↑) (↓) and **ENTER**.
- **Directory and Drive List**—Accept the default directory or choose another directory by double-clicking the desired directory or by pressing (↑) (↓) and **ENTER**.

After you select a file, choose a displayed command button as follows:

- **Load**—Load the game or tournament; used for loading and importing games and tournaments.
- **Save**—Save the game or tournament; used for saving and exporting games and tournaments.
- **Delete**—Delete the game or tournament.

Or, you can click **Cancel** (or press **ESC**) to abandon the load, save, import, export, or delete action.

USING MENUS

In *The Chessmaster 3000*, you select software commands from pulldown menus. If a command name is followed by a right arrow (►), you can select a command from a cascading menu by pressing (→) and (↑) or (↓). If a command is followed by three periods (...), you must make additional selections from one or more dialog boxes (see *Using Dialog Boxes*).

To open a menu and select a command with the mouse, click right and drag the mouse to the command; then release the mouse. To open the menu bar with the keyboard, press (ESC); press (←→) to select a menu; press (↑↓) and (ENTER) to choose a command. (Press (ESC) again to close the menu bar.) For details on mouse and keyboard actions, see *Appendix A: About the Interface*.

Note: You can press (ALT) and a letter as speed keys to choose some menu and cascading menu commands without opening the menu.

Example: Press (ALT) N to start a game.

Menu Quick Reference

The Chessmaster 3000 includes the menus, menu commands, and cascading menu commands shown below.

Game

Help

New Game (ALT) N)

Load a Game ► Saved... (ALT) L)
Classic...

Save Game... (ALT) S)

Delete a Game...

Import ► ASCII Move List...
ASCII Board Position...
Forsythe Board Position...

Export ► ASCII Move List...
ASCII Board Position...
Forsythe Board Position...

File Transfer...

Settings ► Save Current
Restore Toolworks

Print ► Move History
Board Position
Printer Setup...

Quit (ALT) X)

For details, see *Game Menu*.

Play

Who Plays...

Player Styles

- ▶ Create...
- Modify...
- Modify Current...
- Delete...

Response Controls...

Ground Rules...

Blindfold Chess

- ▶ Off
- Hide White
- Hide Black
- Hide Both

Tournament

- ▶ Create...
- Schedule...
- Results...
- Print Results
- Load...
- Save Match
- Delete...

Championship Play ▶ On Off

For details, see *Play Menu*.

Actions

Switch Sides (ALT G)

Force Move (ALT F)

Takeback ▶ Last Move (ALT T) All Moves

Replay ▶ Last Move (ALT R) All Moves

Resign...

Offer Draw...

Adjournment...

Pause ▶ Temporary Boss! (ALT P)

For details, see *Actions Menu*.

Mentor

Advice

- ▶ Quick (ALT H)
- Detailed (ALT A)
- Print Advice

Analysis

- ▶ Analyze...
- Save Results...
- Print Results...

Solve for Mate...

Chess Rules...

Chess Tutor...

Chess Rater...

Practice Opening ▶ On Off

Setup

- ▶ Setup the Board
- Clear the Board
- New Game Setup
- Abandon Setup
- Setup Complete

For details, see *Mentor Menu*.

Look & Feel

Board Display...

Select Chess Set...

Select Chessboard... (only available in 256-color mode)

Interface Colors...

Teaching...

Notation ▶ Algebraic Coordinate Descriptive Long Algebraic Correspondence

Move List Branching ▶ On Off

Quick Entry ▶ On Off

Sound ▶ Off Tone Digitized

For details, see *Look & Feel Menu*.

Windows

Clocks (ALT 1)

Thinking (ALT 2)

Move List (ALT 3)

Captured Pieces (ALT 4)

Best Variation (ALT 5)

All Legal Moves (ALT 6)

Annotation (ALT 7)

VCR Controls (ALT 8)

Close All (ALT C)

For details, see *Windows Menu*.

Game Menu

Use the **Game** menu to get help, to play, load, save, import or export games, to save your customized settings, to print information, and to exit *The Chessmaster 3000* by selecting the following commands.

Note: You can use (ALT) keys to choose some menu and cascading menu commands without opening the menu. For commands that call dialogs, you can choose **Cancel** (or press (ESC)) to abandon that command. For additional instructions on using save, load, import, export, and delete dialogs, see *Using Dialog Boxes* and *Standard File Dialog*.

Help (F1)

View online help. Scroll to find a topic, then double-click it. Choose **OK** or press (ENTER) to exit help.

New Game (ALT) N

Start a new game. The game clocks are reset to 00:00:00. White moves first.

Load a Game

Load an existing game by selecting one of these commands:

- **Saved... (ALT) L** Load a game that you saved. In this case, the standard file dialog appears. Type a long description and press (ENTER), or select the directory and name, then choose **Load**.
- **Classic...** Load one of 150 Classic games of chess to review its moves and strategies. In the dialog box, scroll to select a listed game description and press (ENTER). Use the **Windows** menu, **VCR Controls (ALT) 8** to rewind, play, or fast forward the game (see *Windows Menu*). For a description of each game, its players, and its place in the history of chess, see your *Owner's Manual*.

Save Game... (ALT) S

Save the current game. The standard file dialog appears. In the edit box, type a game description and press (ENTER), or select the directory and game description (to overwrite that file), then choose **Save**.

Delete a Game...

Delete an existing game. The standard file dialog appears. Type a name and press (ENTER), or select the directory and game description, then choose **Delete**.

Import

If your chess database software can export its games or positions to an ASCII file, *The Chessmaster 3000* can import them. Use the commands below to load move lists and board positions from ASCII files that were created on your chess database software or downloaded from an information service. In any case, the

standard file dialog appears. Type a path and press (ENTER), or select the directory and game description, then choose **Load**.

- **ASCII Move List...** Use this command to load a move list (an entire game) in ASCII text format. The format must include a line for White and Black, although actual names are optional. Following lines show moves in one of five notations. You must use the notation that was used to save the game and which *The Chessmaster 3000* can read (see *Look & Feel Menu, Notation*). On each line, you must put some spaces between White and Black moves; line numbers and annotations are optional (see *Windows Menu, Annotation*). If White has an annotation, then the Black move is written as three dots (...), followed by the annotation. After the annotation the White move is written as three dots followed by the Black move, such as ... c6 (see below). Black annotations do not involve any dots (see below). If an annotation is longer than one line, each additional line must start with a semicolon (;). Spacing is not of particular importance for a user's edited files, as long as each line has some space between the White move, the Black move, and any annotation.

Example:

Morphy

Duke of Brunswick

```
d4   Bg4   This is an annotation for Black.
           ;the second line begins with a semicolon.
Nc3   ...   This is an annotation for White.
           ;Black's move is shown by three dots (...).
...   c6     Black's countermove with White's previous
           ;move of Nc3 replaced by three dots (...).
```

- **ASCII Board Position...** Load a board position in ASCII text format. Spacing is not particularly important as long as each square is identified; use the pieces' initials or two dashes - - for a blank square as shown below. White initials are WP (Pawn), WR (Rook), WN (Knight), WB (Bishop), WQ (Queen), WK (King); Black initials are BP, BR, BN, BB, BQ, BK.

Example:

```
BR    BN  BB  BQ  BK  BB  --  BR
BP    BP  BP  --  --  BP  BP  BP
--    --  --  --  --  BN  --  --
--    --  --  BP  BP  --  --  --
--    --  --  --  WP  --  --  --
--    --  --  WP  --  --  WP  --
WP    WP  WP  --  --  WP  --  WP
WR    WN  WB  WQ  WK  WB  WN  WR
```


- **Forsythe Board Position...** Load a board position in Forsythe notation. This ASCII text format lists chessboard positions by rows (ranks) separated by slashes (/). Black pieces are identified by lowercase letters (p, r, n, b, q, k); White pieces by uppercase letters; blank squares by numbers (1-8). Where rows are completely empty, /8 is used. If multiple rows are empty, multiples of 8 can be used as shorthand. The first example below shows this nicely with the starting setup in Forsythe notation where the four middle rows are empty (/32).

Examples:

```
rnbqkbnr/pppppppp/32/PPPPPPPP/RNBQKBNR
```

The example in the **Import ASCII Board Position** above, would be recorded in Forsythe as:

```
rnbqkb1r/ppp2ppp/5n2/3pp3/4P3/3P2P1/RNBQKBNR
```

Export

Save an ASCII file with the moves or chessboard position to transfer to another system or user by selecting a command below. In any case, the standard file dialog appears. Select the drive and game description to export, then choose **Save**. You do not need to add an extension (.TXT), as the program does this automatically.

- **ASCII Move List...** Save game move list in ASCII format using current notation.
- **ASCII Board Position...** Save a chessboard position in ASCII format (see *Import*).
- **Forsythe Board Position...** Save a chessboard position as an ASCII file using Forsythe notation (see *Import*).

File Transfer...

Use this command any time a saved game or tournament is created in another directory, on another disk, or on another computer. This command takes care of the problem with the DOS copy command, which can overwrite existing game files. The *File Transfer* dialog appears. Select the *From* directory, the *To* directory, and the *File Type* (*Games* or *Tournaments*), then choose **Transfer Files**.

Settings

Save or restore the defaults by choosing one of these commands:

- **Save Current** Saves any changes you made to game settings this session, such as window placement, opening book, notation, teaching, sound, blindfold, board design, interface colors, and so on. The next time you run the program, these values are used.
- **Restore Toolworks** Restores original program defaults shipped by The Software Toolworks, Inc.

Print

Print information about your games or progress by choosing one of these commands:

- **Move History** Print the moves so far in the current game. The name of each player appears at the top of the list, followed by all moves in the current notation.
- **Board Position** Print the current board position. An IBM Graphics, HP Laser or compatible printer reproduces the screen graphics; other printers use text characters (see *Printer Setup*).
- **Printer Setup...** Accept the defaults, *None* and *PRN*, if you have no printer, or identify your current system printer and the serial port to which you attached the printer. Select one radio button each for *Type* and *Port*, then choose **OK**.

Quit **(ALT)** X

Choose this command to exit *The Chessmaster 3000* and return to DOS. A dialog box appears to confirm the command. Choose **OK** to exit or **Cancel** to resume play.

Play Menu

Use the **Play** menu to identify the players, play time controls, rules, and style of play by selecting the following commands.

Note: For commands that call dialogs, you can choose **Cancel** (or press **(ESC)**) to abandon that command.

Who Plays...

Pick the players and assign sides of the chessboard. The *Select Players* dialog appears. Select these options, then choose **OK**:

- *Players*—Select one of these radio buttons to add the *Type* for each player:
Human vs. Computer—Play against a computer personality.
Human vs. Human—Play against a friend (or enemy).
Computer vs. Computer—Two computer personalities play each other.
- *White Player*—Choose **Select...** to identify who plays White.
- *Black Player*—Choose **Select...** to identify who plays Black.

For *Type: Human*, a dialog box appears where you type the name and press **(ENTER)**. For *Type: Computer*, a dialog list appears where you select a computer personality, then choose **OK**.

Note: To change player sides, you can choose **Switch Sides** here, select **Actions** menu, **Switch Sides**, or press **(ALT)** G.

Player Styles

Create, modify, or delete a your own computerized opponent personality by selecting one of the commands below.

Note: You cannot change or delete a Toolworks personality, such as *Newcomer*, however, you can use a Toolworks personality as a basis for a new opponent, which you then save under a new name.

- **Create...** Use this command to create a personality for a computer opponent. Depending on your selections, you can create a powerful chess player, an incompetent one, or a simulation of a particular human opponent that you want to beat!. The *Modify Personality* dialog appears. Select the options below as needed, then choose **Save**:

Edit Box—In the long horizontal field at the top of the screen, type a name for your characters, such as **Proteus** (the personality for the purposes of these instructions).

Material Points—The default material points for chess pieces are Queen = 9, Rook = 5, Bishop and Knight = 3, Pawn and Center Pawn = 1. With this option, you can alter the way Proteus calculates points for its own and its opponent's pieces. To change the point values from the computer personality's "view," select a radio button, then move the slider bars (the range is 1.0-15.0 for all pieces). The radio buttons from left to right correspond to Queen, Rook, Bishop, Knight, Pawn, and Center Pawn (the pawn in front of a Queen or King).

Treat Draw As—Many times during chess tournaments, a player only needs a draw to win. Other times, a player needs an outright win; that is, a draw is the same as a loss. This option lets you create a personality who considers a draw as good as a win, as bad as a loss, or just a tie. Select one radio button to set a draw to be a *Win*, *Draw*, or *Loss*. The setting here also affects how Proteus reacts when a draw is offered (see *Actions Menu*, *Offer Draw*). For more information on the concept of a draw, see your *Owner's Manual*.

Attacker vs Defender—Move the slider bar to set Proteus' tendency to capture pieces. As an *Attacker*, Proteus tries to capture pieces and reduce their numbers as much as possible. As a *Defender*, Proteus tends to do the opposite — avoid exchanges where it's optional.

Material vs Positional—When computer personalities (and humans) evaluate a chess position, they consider both the material values of pieces on the chessboard (see *Material Points*) and overall positional attributes, such as pawn structure, attack potential, piece mobility, forks, and so on. Move the slider bar to set whether the computer personality emphasizes *Material*, *Positional*, or a balance of both.

Vision—A human's ability to see all possible moves and countermoves is not perfect. Novice players in particular often miss seeing a key countermove to a given move. This option simulates this human trait. When set at 100%, Proteus will be able to see and evaluate all possible moves and countermoves, time permitting. When set at 50%, Proteus will miss seeing about half of the moves. Move the slider bar to affect Proteus' ability to see legal moves (from 40%-100%).

Book Depth—This option determines Proteus' depth of knowledge of the opening book lines (moves at the beginning of the game). If you don't want Proteus to use the opening book at all, set this to zero. Move the slider bar to set the number of opening moves ahead that Proteus can visualize in the beginning of the game.

Deep Thinking—Select (X) or clear this check box. When this option is selected, Proteus "thinks" while you play, and looks as far ahead as possible in the allotted time. This option is advantageous to Proteus.

- **Modify...** Use this command to modify a computerized opponent personality. Change the options as defined in **Create...** above, then choose **Save**. If you select a Toolworks personality, the modified personality is the new opponent saved under a new name.
- **Modify Current...** Use this command to modify a computerized opponent personality that is currently playing. If two computer personalities are playing, the program asks which one you want to modify. Change the options as defined in **Create...** above, then choose **Save**. If you select a Toolworks personality, it must be saved under a new name. This command is inactive when two humans are playing.
- **Delete...** Delete a computerized personality that you created. The standard file dialog appears. Type a path and press **(ENTER)**, or select the directory and name, then choose **Delete**.

Response Controls...

Use this command to make both players use the same time controls, or to set different time controls for White and Black. Select a *Mode* (same or separate) and a *Play Level*, then choose **Configure...** to change the selected time control. In the next dialog box, you can type changes or use ↑ and ↓. To effect changes, choose **OK** on both dialogs.

You may select one *Mode*:

- *Same Response Controls*—Select this radio button if you want both players to have the same response controls.
- *Separate Response Controls*—Select this radio button to impose different time controls on the two players. You may want to use this capability to compare how two otherwise equal personalities fare against each other when one has more time to think. You may also want to set up tournament time controls for yourself (40 moves in 120 minutes) but make your computer opponent move faster (120 moves in 120 minutes, for example).

You may select one *Play Level*:

- *Fixed Time*—Specify the average number of seconds a computer personality will use when considering a move.
- *Fixed Depth*—Specify the maximum half-moves (or “plies”) a computer personality looks ahead when thinking.
- *Time Controls*—This tournament-style setting applies to both human and computer players. Specify the number of moves a player must make in a certain time. If either player fails to make the minimum number of moves, that player “loses on time.” For a discussion of losing on time, see your *Owner’s Manual*.
- *Minutes Per Game*—Specify how long each player may take to complete the game. If either player exceeds that time, that player loses on time.

Note: While adjusting the above response controls, you can hold down (ALT) to increase or decrease in increments of 10.

- *Infinite*—When on, a computer personality won’t move until you select **Actions** menu, **Force Move** (or press (ALT) F). Remember, the longer you let the personality think, the better it plays! This option does not apply to human players.
- *Equal Time*—When on, a computer personality takes approximately the same amount of time to move as its opponent, based on average time per move. For example, if White completes 5 moves in 50 seconds, Black takes approximately 10 seconds to make its next move. This option does not apply to human players.

Ground Rules...

Set some basic rules of play. In the *Ground Rules* dialog, select options, then choose **OK**:

- *Touching Pieces*—Select one radio button (*Allowed* or *Not Allowed*). When touching is allowed, you can start to move a piece and change your mind. When touching is not allowed, players must move any piece that they touch, which is the standard in tournament games.
- *Announce Check*—Under the strict rules of chess, announcing check is not required. When you select this check box, the program announces all checks. When you clear this check box, the program does not announce checks.
- *Announce Openings*—When you select this check box, the program announces the opening book line as soon as enough moves are made to uniquely identify a given line (see also *Mentor Menu*, *Practice Opening*). When you clear this check box, the program does not announce identifiable opening lines.

Note: As more moves are made, the dialog may refine its identification. For example, 1. e4 e5 2. Nf3 Nc6 3. Bb5 is the Ruy Lopez opening. If 3...a6 is the next move, the dialog announces the Morphy Defense to the Ruy Lopez.

Blindfold Chess

Use this command to experience the most difficult form of chess in which you must remember moves without seeing them onscreen. Even advanced players have difficulty playing with a blindfold, so don’t get discouraged if you try this command!

- **Off**—Blindfold is off (default). All pieces are displayed normally.
- **Hide White**—Just hide the White pieces.
- **Hide Black**—Just hide the Black pieces.
- **Hide Both**—Hide all pieces.

Tournament

Create, schedule, play, save, view, or delete a “round robin” tournament in which up to 8 participants play every other participant in turn for a specified number of rounds (rounds are the times each participant will play each other).

- **Create...** Create a round robin tournament. In the *Create Tournament* dialog, select the participants of the tournament with the options below, then choose **OK**. After you specify the participants, a dialog appears where you choose the number of rounds from a range based on the number of participants.. Next, the *Save Tournament* dialog appears. Type a name for the tournament and choose **Save**. Finally, the *Tournament Schedule* dialog appears (see *Schedule* below).

Participants—double-click a listed name to remove a player. You can also use ⬆ and ⬇ to select a player, then press **(ENTER)** to remove that player.

Players—double-click a listed name to add a player in the *Participants* list. You can also use ⬆ and ⬇ to select, then **(TAB)** to <<Add and press **(ENTER)**. If you select *Human Player*, a dialog appears where you type the name and choose **OK**.

- **Schedule...** Select a match for a game in a round robin tournament. Select the players and **Choose Game**. You return to the chessboard, where White begins.
- Note:* If computer vs. computer matches are available, the **Automatic** button appears. Select **Automatic** to play an unattended tournament.
- **Results...** View the *Tournament Results* dialog, which shows the players, wins, losses, draws, number of games played, and the score. Choose **OK** to exit or **Games** to view a summary of each game played so far. If you choose **Games**, the *Game Summary* dialog appears. Choose **OK** when you finish reviewing the results of a game to return to the chessboard.
- **Print Results** You can print tournament results, if you have a printer set up.
- **Load...** Load an existing tournament. The standard file dialog appears. Select the tournament, then choose **Load**.
- **Save Match** Save the previous tournament results as well as the current tournament game in progress. You can resume the game at a later time by loading the tournament.
- **Delete...** Delete a tournament. The standard file dialog appears. Select the tournament name, then choose **Delete**. Another dialog appears, choose **Delete** again to confirm or **Cancel** to retain the tournament.

Championship Play

Experience the pressure of championship chess play! See how good a chess player you REALLY are! Turn championship mode **On** or **Off**. When this is **On**, you can't take back moves; you must move the first piece you touch; and you lose the game if time runs out. If you win a championship game, you can print a certificate if you have a printer set up.

Actions Menu

Use the **Actions** menu to switch sides, force a move, take back a move, replay a move, resign, offer a draw, adjourn, or pause by selecting the following commands.

Note: You can use **(ALT)** keys to choose some menu and cascading menu commands without selecting the menu. For commands that call dialogs, you can choose **Cancel** (or press **(ESC)**) to abandon that command.

Switch Sides **(ALT)** G

Change sides, which means the White player takes the Black pieces, and the Black player takes the White pieces. If you choose to play Black, your opponent will move first.

Note: If you choose to play Black, you can rotate the board so that White is at the top (see *Look & Feel Menu, Board Display*).

Force Move **(ALT)** F

If you get impatient, use this to force a computerized personality into a move. This is the only way a computerized opponent will move in *Infinite* mode (see *Play Menu, Response Controls*).

Takeback

Take back move(s) by choosing a command below.

Note: Takeback is inactive in championship games.

- **Last Move **(ALT)** T** Take back the last move that you made. If you take back a move made by the computer, then you must use **Force Move **(ALT)** F** to get the computer to start thinking about its next move.
- **All Moves** Take back all moves in the game.

Replay

Replay move(s) by selecting a command below.

Note: Replay is inactive in championship games.

- **Last Move **(ALT)** R** Replay the last move that you took back.
- **All Moves** Replay all moves in the game.

Resign...

If you think your situation is hopeless, you may resign from a game in progress. This is rated as a loss. At the dialog, choose **OK**.

Offer Draw...

Offer your opponent a draw when you believe no one can win. Your opponent does not always accept this offer!

Adjournment...

Adjournment is used in tournament play when it becomes necessary to suspend the game and resume at a later date. In that situation, the current player records the next move on the score sheet and seals the move in an envelope. The clocks are then stopped. This option works similarly in *The Chessmaster 3000*. The current player chooses a move from the move list, then chooses **Move**. The game is then saved. When an adjourned game is reloaded, the sealed move is made and the game continues.

Pause

Pause the current game.

- **Temporary** Pause and restart. This comes in handy if you need to answer the phone or take a break.
- **Boss!** (**ALT** P) A panic button that displays a DOS message, so your boss won't catching you playing chess on the job!

Note: Don't panic when you see this DOS message! When your boss goes away, just press any key or click the mouse to return to the game.

Mentor Menu

Use the **Mentor** menu to ask for advice, analyze your game play, get endgame solutions, use online tutorials, rate your play, practice opening lines, and set up pieces to practice specific moves by selecting the following commands.

Note: You can use (**ALT**) keys to choose some menu and cascading menu commands without selecting the menu. For commands that call dialogs, you can choose **Cancel** (or press (**ESC**)) to abandon that command.

Advice

Ask for advice on your next move by selecting a command below. In either case, at the dialog, choose **Move** to accept the advice:

- **Quick** (**ALT** H) Get a quick hint for your next move.
- **Detailed** (**ALT** A) Get more detailed advice and analysis, including the suggested move, the predicted following line of play, and the impact of the line of play on material points and position. The analysis is presented in plain English. You will be asked for the number of seconds that the program should spend analyzing the board. The longer you let the program think, the more detailed and meaningful the advice.
- **Print Advice** You can print Detailed Advice, if you have a printer set up.

Analysis

You can also analyze moves that you already made. Before *The Chessmaster 3000* can analyze a game, you must take back moves, which the computer then reviews (see *Actions Menu*, *Takeback*). After you take back one or more moves, you can use these commands:

- **Analyze...** Ask *The Chessmaster 3000* to analyze moves that were taken back. You can ask for an analysis of White, Black, or both.
- **Save Results...** Save the analysis to disk for future reference.
- **Print Results...** Send the analysis to the printer.

Solve for Mate...

Ask *The Chessmaster 3000* to search for a checkmate in a specified number of moves. *The Chessmaster 3000* always solves for the side whose turn it is to move. To find a mate for the opposite side, make a move for the current side (or take back a move), then select this again. If *The Chessmaster 3000* finds a mate, those moves are shown on the move list. To see the moves replay them or display the *Move List* window (or both).

Hint: Try opening the *Thinking* window (**ALT** 2) during **Solve for Mate**. Watch how many positions The Chessmaster considers during its search!

Chess Rules...

Beginners can use this tutorial to learn the basics about chess and moving chess pieces. Choose **Next** to move forward in the tutorial. The information in this tutorial is also in your *Owner's Manual*.

Chess Tutor...

This tutorial presents chess game play strategies in 10 levels from simple to complex. Go as far as you can, get some practice, then try another level. In addition to **OK** and **Cancel**, the tutorial uses two other command buttons: **Next** and **Move**. Choose **Next** to move forward in the tutorial. When a line of play is described in the text, the **Move** button is enabled. When you choose **Move**, the program illustrates a sequence of moves on the chessboard. At certain times during the tutorial, you will be asked to demonstrate your knowledge by making a move on the chess board.

Chess Rater...

This command presents you with 3 sets of 10 chess problems. For each problem, you have three tries to make the correct move. Use the mouse to move pieces. Depending on how well you solve the problems in a given set, you will be given an approximate rating. The United States Chess Federation (USCF) assigns these ratings:

Class D: below 1400	Class B: 1600 - 1799	Expert: 2000 - 2199
Class C: 1400 - 1599	Class A: 1800 - 1999	Master: 2200 and above

Practice Opening

Turn this command **On** before the first move is made and The Chessmaster helps you learn a wide variety of opening lines.

- **On** Use this to practice the opening of your choice. Select an opening line, then choose **OK**. You can also select **Announce every move**, if you want The Chessmaster to tell you each move to make for that opening line. If you clear **Announce every move**, The Chessmaster just lets you know when you blunder off course.
- **Off** You do not practice a particular opening (default).

Setup

Arrange the pieces on the board anyway you want. This is good for solving a chess problem and exploring alternate lines of play (see *Playing Chess*). A “grab bag” of Black & White pieces appears on the left of the screen. You can click and drag pieces with the mouse or joystick. With the keyboard, you can press **←→↑↓** to select a square; then type a lowercase letter (r, n, b, q, k, p) to put a Black piece on the square, or type an uppercase letter (R, N, B, Q, K, P) to place a White piece on the square. Press the **Spacebar** to clear the square.

- **Setup the Board** Enter **Setup** mode. Add, move, or remove pieces on the board, starting from the current board position. You may not add more than 16 pieces per side or put Pawns on the first or eighth row. This command is very handy for setting up endgame positions and practicing mates.
- **Clear the Board** Remove all pieces except the Kings, so you can set up a new problem.
- **New Game Setup** Put each piece in its “start of game” position.
- **Abandon Setup** Discard any changes you made and return to the game in progress.
- **Setup Complete** Exit Setup mode; play proceeds from the new board position set up here, if any. If one side is in check, that side is allowed the first move; otherwise, you are asked who should move first.

Note: If both sides are in check, you will not be allowed to exit **Setup**.

Look & Feel Menu

Use the **Look & Feel** menu to select your board display, chess set, screen colors, teaching mode, preferred chess notation, move lists, quick entry feature, and sound effects by selecting the following commands.

Note: For commands that call dialogs, you can choose **Cancel** (or press **ESC**) to abandon that command. To save changes made with this menu, select **Game** menu, **Settings**, **Save Current**. See *Game Menu*.

Board Display...

Select the appearance of the chessboard. The *Board Controls* screen appears. Select one radio button for *Rotation and Design*, turn the checks boxes on/off, then choose **OK**.

You can select one *Rotation*:

- *White On Top*—White pieces are at the top of the screen.
- *White On Bottom*—White pieces are at the bottom of the screen (default).
- *White On Left*—White pieces are at the left of the screen.
- *White On Right*—White pieces are at the right of the screen.

You can select one *Design*:

- *2D*—Chessboard is flat and two dimensional (default).
- *3D*—Chessboard has a three dimensional perspective.
- *War Room*—Small, 2D chessboard is displayed; the display also shows captured pieces, the move list, and a thinking window. See also *Windows Menu*.

You can select (X) or clear any or all of these:

- *Coordinates*—Turn the rank and file coordinates on and off.
- *Pieces Slide*—Turn sliding on and off. When this is cleared, chess pieces “pop” from their starting square to the destination square, which speeds up play.
- *LCD Switch*—Some Liquid Crystal Displays (LCD monitors) reverse the colors in this program. Select this command to correct the color reversal.

Select Chess Set...

Select from a list of chess sets. The *Load Chess Set* dialog appears. Select the type of chess set you want, then choose **Load**.

Select Chessboard...

(only available in 256-color mode)

Select from a list of chessboards. The *Load Chessboard* dialog appears. Select the type of chessboard you want, then choose **Load**.

Interface Colors...

(not available in *Hercules monochrome mode*)

Select colors for your board display onscreen. The *Colors* dialog appears. For EGA and VGA modes, first select a color square, then move the slider bars to change the color mix. Choose **OK** when you like the colors. For CGA mode, select one color palette. Choose **Cancel** to restore the default colors.

Teaching...

Turn teaching mode on or off. The *Teaching* dialog appears. Select one of these radio buttons, then choose **OK**:

- *Off*—This is the default, which means that teaching is off and pieces are displayed normally.
- *Legal Moves (ghosted pieces)*—Picking up a piece causes “ghost” pieces to appear on squares to which that piece can legally move. If a destination square is occupied by an opponent’s piece, that piece is “ghosted” or opaque, which means you can capture that piece.
- *Legal Moves (lighted squares)*—Picking up a piece changes the color of squares to which that piece can legally move. If a destination square is occupied by an opponent’s piece, that square is lighted, meaning you can capture that piece.
- *Threatened Pieces*—The pieces that your opponent can capture appear as “ghost” pieces. This is useful if you frequently lose pieces because you don’t notice that you are under attack.
- *Board Coverage (White)*—Highlight squares that White has covered and to which the Black King cannot move. This command is particularly useful during an endgame to identify where Black’s King may and may not move. Remember, the King cannot move into check.
- *Board Coverage (Black)*—Highlight squares that Black has covered and to which the White King cannot move. This command is particularly useful during an endgame to identify where White’s King may and may not move. Remember, the King cannot move into check.

Notation

To set the current notation, select one notation command below. You can use your preferred notation or try another one that you want to learn.

Note: To learn the basics of chess notation, use the **Mentor** menu **Chess Tutor...** command. For the official rules about chess notation, see the *U.S.C.F. Official Rules of Chess*.

- **Algebraic** Identify major pieces with uppercase letters (K, Q, B, N, R); Pawns with no letter; files with lowercase letters (a-h), and ranks with numbers (1-8). Moves combine symbols for the piece and its destination square. For example, Be5 is Bishop to file e, rank 5; e5 is Pawn to file e, rank

5. Captures use an x. For example, Bxe5. A check has a + and checkmate ++. There are also special symbols, such as O-O for castling Kingside and O-O-O for castling Queenside. (For an example, select **Mentor** menu, **Chess Rules...**, and *Algebraic Notation*, then choose **OK**.)

- **Coordinate** Moves are shown using rank and file coordinates for the starting and destination squares with dashes between moves, such as e2-e4. Captures are shown by an x. (For an example, select **Mentor** menu, **Chess Rules...**, and *Coordinate Notation*, then choose **OK**.)
- **Descriptive** All pieces are identified with a letter; those that begin on the Kingside may include a K and that begin on the Queenside a Q, such as QB or KB for the Bishops. Ranks are numbered from the player’s point of view, so each square has two names. For example, the White Queen starts on Q1 and Black on Q8. A move to an empty square includes the piece, a hyphen, and the arrival square. A capture includes both pieces and an x, such as BxN for Bishop takes Knight. (For an example, select **Mentor** menu, **Chess Rules...**, and *Descriptive Notation*, then choose **OK**.)
- **Long Algebraic** Moves are shown similar to algebraic notation; however, they include both starting and destination squares. (For an example, select **Mentor** menu, **Chess Rules...**, and *Long Algebraic Notation*, then choose **OK**.)
- **Correspondence** This notation is used for international purposes. Letters are not used, since the pieces have different initials based on language differences. For example, the English King (K) is the Spanish Rey (R). Both ranks and files are numbered (1-8) so two digits define each square. For example, the White Queenside Rook is on square 11. Moves are four-digit numbers that combine the starting and destination squares, such as 1115 for Queenside Rook to rank 5. (For an example, select **Mentor** menu, **Chess Rules...**, and *Correspondence Notation*, then choose **OK**.)

Move List Branching

Before using this option, open the **Move List** window (**ALT** 3), which shows all moves played in the game so far. When branching is **Off** (default), the program only maintains one branch of moves. When branching is **On**, the program does not erase takeback moves when you try a different tactic. Instead, an arrow (↓) appears next to the last move before a branch. If you highlight a move with an arrow next to it, then keep pressing **ALT** and the left mouse button or **ALT** **INS**, you can see alternate branches starting from that point. In some cases, you may be prompted to save a game, before exploring a branch.

- **On** Turn move list branching on.
- **Off** Turn move list branching off.

Quick Entry

Turn **Quick Entry** mode **On** or **Off**. When this is **On**, if only one piece can move to a square, then you can click the square and move the piece without grabbing it.

Sound

Choose sound for moves or turn sound off by selecting one of these commands:

- **Off Sound** is turned off.
- **Tone** Each sound effect is only a tone.
- **Digitized Sound** is a digitized tune.

Windows Menu

The Chessmaster 3000 lets you open up to eight onscreen windows from the **Windows** menu. Other windows are also used for advice and messages. A window is a rectangular area in which you can view or enter information. You can open, close, move, move between, and change the size of windows as follows:

- **Opening a window** To open all windows on this menu without selecting the menu, use **(ALT)** keys. To open windows on this menu with the mouse, click the right mouse button, point to a menu command, and release the mouse.
- **Closing a window** To close a window, click the little square box in the upper left corner of a window or press **(ALT) (F4)**.
- **Moving a window** To move a window around on the desktop, click and drag on the title bar. You can also press **(ALT) (F5)**; use the cursor keys to position the window; then press **(ENTER)**.
- **Moving between windows** To move between multiple windows, click in the window you want, or press **(ALT) (F6)** to jump between them.
- **Sizing a window** Some but not all windows have a little square box in the lower right hand corner. In these windows, you can click and drag on that square to make the window bigger or smaller. You can also press **(CTRL) (F5)**; use the cursor keys to size the window; then press **(ENTER)**.

Clocks **(ALT) 1**

Hide or show the time clocks for each player. The clocks continue to track time even if they are hidden.

Thinking **(ALT) 2**

View The Chessmaster's thinking, including:

- *Positions Seen*—Total number of board positions searched so far.
- *Score*—How far ahead (+) or behind (-) The Chessmaster thinks it will be if the *Best* line of play is played out to the last move shown. The score is computed in pawns and fractions of a pawn, so a score of 1.00 means The Chessmaster will be ahead by one pawn; -3.00 means The Chessmaster will be behind by three pawns (equal to a Knight or a Bishop). Fractional scores come from The Chessmaster's evaluation of positional considerations, such as control of the board's center.
- *Depth*—The number of half-moves (plies) ahead the computer considers before selecting one.
- *Best*—The best sequence of moves found so far. If you were to force The Chessmaster to move, it would make the first move on this list. Remaining moves are predicted countermove.
- *Curr*—The sequence of moves that The Chessmaster is examining at this instant. If the score on this is better than *Best*, this line will become the new best.
- *Prev*—The best line from The Chessmaster's last move. If The Chessmaster is thinking while you consider your move, it expects that you will make the second move in this line and bases its search on the resulting board position. This is the same information displayed in the **Best Variation** window.

Move List **(ALT) 3**

See a list of all moves played in the game so far. Choose a move to view the game as it was at that point. You can takeback or replay up to the move that you double-click.

Captured Pieces **(ALT) 4**

View a display of all captured pieces on both sides.

Best Variation **(ALT) 5**

This window displays The Chessmaster's anticipated line of play immediately after its last move.

All Legal Moves **(ALT) 6**

See all legal moves that you can make. To make a move, select a move and choose **Make Move**.

Annotation **(ALT) 7**

You cannot use this option until a move is made. Use this option to take notes on your game. Click in the window or press **Spacebar** when the window is active, then type your notes.

VCR Controls (ALT) 8

Use this window to replay a saved or classic game. You can select the following controls, which are meant to simulate a VCR as follows:

- ◀◀ Rewind to the beginning of the game.
- ◀ Step in reverse one move.
- Stop the game play.
- ▶ Play at the set speed (click and drag the slider bar to set the speed).
- |▶ Step forward one move.
- ▶▶ Fast forward to the end of the game.

Close All (ALT) C

Close all open windows and return to the chessboard.

PLAYING CHESS

Now that you are familiar with *The Chessmaster 3000* interface, menus, and commands, it's time to start playing chess! This chapter has three sections on how to use the software to play chess:

- *For the Beginner*—Read this if you are new the game of chess.
- *For the Intermediate*—Move on to this once you think you've got a handle on the game of chess.
- *For the Advanced Player*—Go straight to this section if you really think you can beat the computer!

For the Beginner

If you are a beginning chess player, try these general steps:

1. Select the **Mentor** menu, **Chess Rules...**, and review the basic pieces and moves of the game in this online tutorial. (Select **Cancel** or press (ESC) to return to the chessboard.)
2. Select the **Look & Feel** menu, **Teaching...**, and *Legal Moves* (you can select ghosted or lighted pieces), then choose **OK**. This lets you see where you can move pieces as you experiment with the game.
3. Select the **Play** menu, **Who Plays...**; complete the *Select Players* dialog as follows; then choose **OK**:

White Player—Click the **Select...** button, type your name, and press (ENTER).

Black Player—Click the **Select...** button, select an easy preprogrammed opponent, such as *Newcomer*, and press (ENTER).

4. Select the **Mentor** menu, **Setup, Setup the Board**.
5. Select the **Mentor** menu, **Setup, Clear the Board**, then drag one of your pieces onto the board to set up and practice endgames. Here are some suggestions for beginners:
 - White King and Queen vs. Black King.
 - White King and Rook vs. Black King.
6. Select the **Mentor** menu, **Setup, Setup Complete**, to return to the chessboard and play the endgame you selected. If a piece is in check that side moves first; otherwise, you are asked which side should move.
7. Select, **Look & Feel** menu, **Board Display**, and turn on *War Room*. This lets you see a small 2D board, captured pieces, and your computer personality's "thinking" window (see *Windows Menu*).
8. Go ahead and play the endgame you set up.

9. When you think you have the hang of endgames, try practicing some opening lines by selecting **Mentor, Practice Opening, On.**
10. When you think you are ready, select **Game** menu, **New Game**, and try to beat the computer!

Note: In steps 8, 9, and 10 you can get advice, by selecting **Mentor** menu, **Advice** (you can get quick advice or a detailed explanation).

For the Intermediate

If you are an intermediate chess player, try these general steps:

1. Select the **Mentor** menu, **Chess Rater...**, *Level 1: Challenges*, try to solve the problems; and get a rating.
2. Select the **Mentor** menu, **Setup, Clear the Board**, then drag two of your pieces onto the board to set up and practice more advanced endgames. Here are some suggestions for intermediates:
 - White King and two Bishops vs. Black King.
 - White King and two Knights vs. Black King.
3. Select the **Mentor** menu, **Setup, Setup Complete**, to return to the chessboard and play the endgame you selected. If a piece is in check that side moves first; otherwise, you are asked which side should move.
4. Go ahead and play the endgame you set up. During the game, use the **Actions** menu to switch sides, take back moves, and replay them.
5. When you think you have the hang of these endgames, try practicing some more opening lines by selecting **Mentor, Practice Opening, On.**
6. Select the **Mentor** menu, **Chess Tutor...**, and see how far you can follow the strategies. (Select **Cancel** or press **(ESC)** to return to the chessboard.)
7. Select the **Game** menu, **Load a Game, Classic...**, and select a classic game from the list to study some world class strategies.
8. Play the computer whenever you like!

Hints: Use the **Mentor** menu, **Advice** to get help. Try some of the more advanced preprogrammed personalities (see *Play Menu, Who Plays*).

9. Try playing another human who has some experience!

For the Advanced Player

So you think you're an advanced player? That's OK, *The Chessmaster 3000* is up to the challenge! Try some of these ideas:

1. Select the **Play** menu, **Who Plays...**, and an advanced computer personality, such as The Chessmaster; then play a game!
2. Select the **Play** menu, **Who Player Styles, Create...**, and experiment with creating your own computer personality. Then try to beat that personality in a game!
3. Try modifying variables in a computer personality and see if you can recognize differences in playing styles. You'll need this talent to beat the human masters!
4. Select **Mentor** menu, **Practice Opening, On**, and see if you can play games with different openings. (You can turn the *Announce every move* box off to make game play even harder.)
5. Select **Play** menu, **Response Controls...**; set the time controls to challenge yourself; then play a game and try to beat the clock!
6. Select **Play** menu, **Championship, On** to set game play to regulation style—no touching, no takebacks!
7. Select **Play** menu, **Tournament, Create...**, and try a tournament against various computer personalities.
8. Try the ultimate challenge—select **Play** menu, **Blindfold Chess!** But don't feel bad if you don't fare well. Only the Grand Masters can play blindfolded!!

APPENDIX A: ABOUT THE INTERFACE

The *Chessmaster 3000* gives you the option of using your preferred method for operating the graphic interface: a mouse, a joystick, or a keyboard. You can also personalize the onscreen colors, chessboard, and chess set (see *Look & Feel Menu*).

Mouse Interface

With *The Chessmaster 3000*, you can use these **mouse** actions to interface with the software and use its commands:

- *Click*—Point and press the left mouse button. Used to select options, radio buttons, check boxes, and command buttons. See *Using Dialog Boxes*.
- *Click right*—Point and press the right mouse button. Used to open menus and select menu commands and cascading menu commands.
- *Click and drag*—Point, hold down the left mouse button, and drag the mouse. Used for changing slider bar or scroll bar settings in dialogs, and for moving pieces on the chessboard. To move a piece, point to that piece, click and drag the piece, then release the mouse to drop the piece. (If you pick up a piece and decide not to move it, simply return the piece to its original square on the chessboard and drop it there.)
- *Double-click*—Point and press the left mouse button twice rapidly. Used to choose items from selection lists, such as files, games, directories, and players.

Joystick Interface

With *The Chessmaster 3000*, you can use **joystick** actions to interface with the software and use its commands. Joystick button 1 works similarly to clicking the left mouse button; joystick button 2 works similarly to clicking the right mouse button (see *Mouse Interface*).

Keyboard Interface

With *The Chessmaster 3000*, you can use these keyboard actions to interface with the software and use its commands:

- Press **(ESC)** to open and close the menu bar, to cancel a partially entered move, and to cancel a dialog box.
Note: In this guide, press **(ESC)** and click **Cancel** mean the same thing.
- Press **(←→)** to select a menu.
- Move pieces by pressing **(←→↑↓)** to position the pointer, then press **(ENTER)** to grab the piece. Press **(←→↑↓)** again to move to the new position and press **(ENTER)** to drop the piece. If you pick up a piece and decide not to move it, simply return the piece to its original square on the chessboard.

Note: You can also move pieces by typing the current notation, such as **e2e4**. See *Look & Feel Menu, Notation*.

- Press **(BACKSPACE)** to correct mistakes.
- Press **(↑↓)** to select and **(ENTER)** to choose a command.

Note: In this guide, press **(ENTER)** and click **OK**, mean the same thing.

- You can use quick keys by typing **(ALT)** and the indicated letter to choose these menu commands without opening a menu:

(ALT) A	Detailed Advice
(ALT) F	Force Move
(ALT) G	Switch Sides
(ALT) H	Quick Advice
(ALT) L	Load a saved game
(ALT) N	New Game
(ALT) P	Panic Button
(ALT) R	Replay Last Move
(ALT) S	Save Game
(ALT) T	Takeback Last Move
(ALT) X	Quit
(ALT) 1	Clock Windows
(ALT) 2	Thinking
(ALT) 3	Move List
(ALT) 4	Captured Pieces
(ALT) 5	Best Variation
(ALT) 6	All Legal Moves
(ALT) 7	Annotation
(ALT) 8	VCR Controls
(ALT) C	Close All

- **(ALT)** **(INS)** simulates the left mouse button. Used in multi-threaded move list branching.
- **(ALT)** **(DEL)** simulates the right mouse button.

APPENDIX B: ABOUT THE DOCUMENTATION

The Chessmaster 3000 includes three reference documents:

- **Quick Start Card**—See this for the system requirements and installation procedures for your version of the program.
- **Owner's Manual**—Use this to read up on the basic moves, rules, and history of chess. The rules of chess are also presented in the online tutorials (see *Mentor Menu*). For additional information on the moves and rules of chess, you may want to purchase the *U.S. Chess Federation's Official Rules of Chess*.
- **This Guide**—This guide is a complete reference to menus, commands, dialogs, and windows.

Legend

This guide uses these text conventions:

- **Bold**—Product, menu, menu command, and cascading menu command names.

Examples: **The Chessmaster 3000** (product name), **Game** (menu name), and **New Game** (command name).

- *Italics*—Dialog box names, options, and guide references.

Examples: *Board Controls* (dialog box name), *File Type* (option name), and see *Playing Chess* (guide reference).

- Ovals—Function keys, such as **(ENTER)** **(F1)** **(ALT)** **(SHIFT)** and **(ESC)**.
- Select and Choose—Operations that you do with the mouse, joystick, or keyboard.

Examples: "Select an option," means highlight an option by pointing (mouse) or by pressing **(←)** **(↓)** **(↑)** **(↓)** (keyboard). "Choose OK" means click the onscreen OK button (mouse) or press **(ENTER)** (keyboard).

INDEX

A

Abandon Setup	22
About the Interface.....	33-34
About This Guide.....	35
Actions Menu	19-20
Adjournment	20
Advice.....	20
Algebraic notation	24
All Legal Moves	27
All Moves.....	19
Alt keys.....	3, 7, 34
Analysis.....	21
Analyze	21
Print Results.....	21
Save Results.....	21
Annotation	11, 27
Announce	
Check.....	17
Draw.....	17
every move	22
Openings	17
ASCII Board Position	
Import	11
Export.....	12
ASCII Move List	
Import	11
Export.....	12
Attacker vs Defender.....	14

B

Best.....	27
Best Variation	27
Blindfold Chess	17
Board Coverage	
Black	24
White.....	24
Board Display.....	23
Board Position, printing.....	13
Book Depth.....	15
Boss!	20

C

Cancel	4
See also Esc.	
Captured Pieces	27
cascading menus	7
Castling	3
Championship Play	18, 31
check boxes.....	4
Chess	
Rater	21
Rules	21
Sets	23
Tutor	21
Chessboard	
color.....	24
moving pieces on.....	3
selecting	23
choose.....	1
Classic game	10
Clear the Board.....	22
click.....	33
click and drag	22, 33
click right	33
Clocks.....	26
Close All	28
closing a window	26
Command Buttons	4
commands	1, 5, 7
Coordinate notation	25
Coordinates	23
Correspondence notation.....	25
Create	
computer personality.....	14
Tournament	17
Curr.....	27
cursor hand.....	3
cursor keys	3

D
 Deep Thinking15
 Delete
 a Game.....10
 command button5
 computer personality.....15
 file.....5
 Tournament18
 tournament player.....18
 Depth27
 Descriptive notation25
 Design23
 Detailed Advice20
 dialog boxes
 naming convention35
 using.....4-5
 Digitized sound26
 Directory
 Delete5
 Export.....12
 Import10-11
 in standard file dialog.....5
 Load.....5
 Save.....5
 Transfer12
 documents1
E
 Esc.....4
 See also Cancel.
 En Passant3
 Enter.....4
 See also OK.
 Equal Time.....16
 executable command.....2
 Exiting.....2
 See also Quit.
 Export12
 See also Import, File, and Save.

F
 File
 Delete5
 Dialog5
 Export12
 Import10-11
 Load.....5
 naming conventions5
 Save.....5
 Transfer12
 Fixed
 Depth16
 Time16
 Force Move16, 19
 Forsythe Board Position12
G
 Game menu.....10-13
 grab bag.....22
 graphics environments1
 Ground Rules17
H
 Help1, 10
 Hide
 Black.....17
 Both.....17
 White.....17
I
 Import.....10-12
 ASCII Board Position.....11
 ASCII Move List11
 Forsythe Board Position12
 See also Export, File, and Load.
 Infinite.....16
 Interface
 about33-34
 Colors24
 graphics environments.....1

joystick.....1, 33
 keyboard1, 34
 mouse1, 33
 italics35

J
 joystick1, 3, 33

K
 keyboard
 interface1, 34
 moving pieces with3
 See also Notation.

L
 Last Move19
 LCD Switch.....23
 Legend.....35
 Legal Moves
 ghosted pieces24
 lighted squares.....24
 See also Teaching.
 Liquid Crystal Display23
 Load
 a Game.....10
 command button5
 file.....5
 Tournament18
 See also Import.

Long Algebraic notation25
 Look & Feel menu23-26

M
 Material Points.....14
 Material vs Positional14
 Mentor menu20-22
 menu commands1, 5, 7
 Menu Quick Reference.....7-9
 menus
 Actions.....19-20
 Game10-13
 Look & Feel.....23-26

Mentor20-22
 Play.....13-18
 using.....7-28
 Windows26-28
 See also cascading menus.

Minutes Per Game16
 Modify, computer personalities15
 Morphy Defense17
 mouse
 interface1, 33
 moving pieces with.....3
 Move
 History.....13
 List.....27
 List Branching.....25
 moving
 a window.....26
 between windows26
 in Setup mode.....22
 in tutorials.....21
 pieces on the chessboard.....3
 with joystick.....3, 33
 with keyboard3, 34
 with mouse.....3, 33
 with Notation24-25

N
 natural language advice1
 New
 Game10
 Game Setup22
 Notation.....24-25
 Algebraic24
 Coordinate25
 Correspondence25
 Descriptive25
 Long Algebraic25

O
 Offer Draw19
 OK4
 See also Enter.

online help.....	1, 10, 21
onscreen windows.....	26
opening a window.....	26
options.....	4, 35
Owner's Manual	1, 35

P

Participants.....	18
Pause	20
Pieces Slide	23
Play menu	13-18
Player Styles.....	14
Players	18
plies	27
Positions Seen	27
Practice Opening	22
Prev	27
Print	
Advice	20
Analysis, Results.....	21
Board Position.....	13
Move History.....	13
Tournament Results	18
Printer Setup.....	13
Promote	3
Promotion	3
pulldown menus	1, 7

Q

Quick	
advice.....	20
Entry.....	26
keys.....	3, 7, 34
Start Card	1, 35
Quit.....	3, 13

R

radio buttons	4
Replay.....	19
Resign.....	19
Response Controls	16

Restore Toolworks	12
Results	
Analysis	21
Print.....	21
Save.....	21
Tournament	18
Rotation	23
round robin	17
Ruy Lopez	17

S

Same Response Controls.....	16
Save	
Current Settings	12
Game	10
Match	18
Results, Analysis	21
Tournament	18
Saved game	10
Schedule, Tournament	18
Score.....	27
scroll bars.....	4
select.....	1
Chess Set.....	23
Chessboard.....	23
Separate Response Controls	16
Settings.....	12
Setup	22
sizing a window	26
slider bars.....	4
Sound.....	26
sound support.....	1
Spacebar	22, 27
standard file dialog.....	5
Switch Sides.....	19
system requirements.....	2, 35

T

2D	23
3D	23
Takeback.....	19

Teaching	24
Temporary	20
Thinking	27
Threatened Pieces	24
Time Controls	16
Tone	26
Touching Pieces	17
Tournament.....	17-18
add a player.....	18
Create	17
Delete	18
Load.....	18
remove a player	18
Results.....	18
Save Match.....	18
Schedule.....	18
Treat Draw As.....	14
tutorials	1, 10, 21

U

User's Guide.....	1, 35
-------------------	-------

V

VCR Controls.....	28
Vision	15

W

War Room	23
White	
On Bottom	23
On Left	23
On Right.....	23
On Top	23
Who Plays	13
windows	26
closing.....	26
moving.....	26
moving between	26
opening.....	26
sizing.....	26
Windows menu	26-28